STORMY

With a little help from Whiscash, you can now dive into the Stormy Sea and battle the mighty Kyogre.

WATER

FLOORS: 40

TEAM MAX:

ITEMS TO BRING:

- · DIVE HM
- ESCAPE ORB · HEAL SEED
- · HUGE APPLE
- MAX ELIXIR
- · ORAN BERRY
- REVIVER SEED

ITEMS TO LOOK FOR:

Oran Berries, Max Elixirs. and gummis of all flavors are common in this dungeon You'll also find great held items like the Scope Lens and

X-Ray Specs, as well as detri-mental ones like the Patsy Band and Warp Scarf. Read an item's info before you equip it!

600

JOB DESCRIPTION:

The lord of the sea has awakened! Defeat Kyogre and try to recruit it.

PREPARATION:

Complete Event 1, Tales of the Stormy Sea (see page 86), to unlock the Stormy Sea and receive the Dive HM. You'll need either to use that HM to teach a party member Dive (which typically only Water-types can learn) or to have the HM in your toolbox when you enter the dungeon. Bring along a Water-type Pokemon, as well as your best Electric- and Grass-type members to battle the dungeon's endless parade of Water-type foes.

■ IN THE DUNGEON:

Your Water-types will be effective against the many Rock-types that are vulnerable to Water-type attacks. You'll also begin to encounter groups of treasures that are surrounded by a deep moat that only a Water- or Flying-type Pokemon can cross. Remember that you can make the Water-type your leader at any time to get the loot.



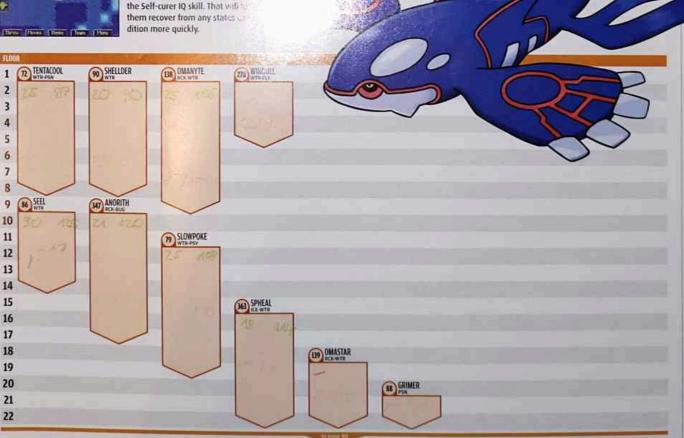
You'll encounter lots of weird status conditions here and in the dungeons to come. Stockpile gummis and give them to your best Pokémon so they can learn the Self-curer IQ skill. That with them recover from any status co

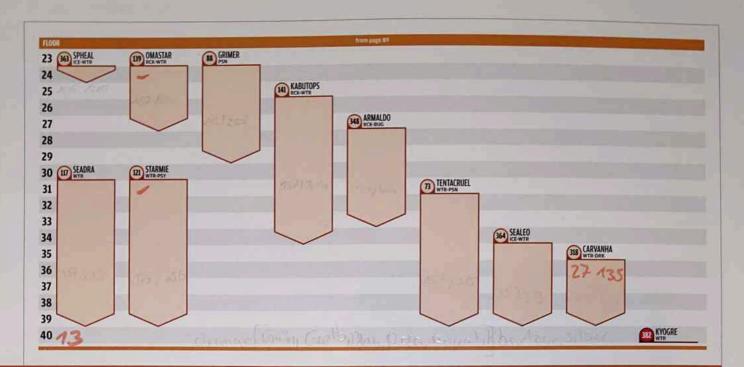




TYPE: WATER Kyogre is a snap if you have a good Electric- or Grass-type attacker. The true HP: challenge is in recruiting it; before the fight, say "Farewell" to all but two-stars'-size worth of party members and make your strongest fighter the leader so it can deliver the final blow. With a bit of luck, Kyogre will hand over the Seafloor Cave Friend

Area and join your team.





There's a lot happening in this vast dunged bosses, four HMs, and maybe even a visit fi

Hems in **JOB DESCRIPTION:** Explore a newly discovered dungeon to find exclusive HMs and Pokemon

PREPARATION:

You'll get mail about the Buried Relic a few days after completing the Stormy Sea, and Shiftry in Pokémon Square will unlock it for you. But don't rush in yet; there are several things you need to bring with you to get the most out of this durgeon. If you want to get the TMs, you'll need to bring some of the Keys that appear randomly (but rarely) in Solar Cave, Western Cave, and Desert Region. If catching Mew is your plan, buy the Final Island Friend Area first. Whatever your goal, bring lots of Huge Apples, Max Elixirs; and Reviver Seeds. An Escape Orb is a must, since there's no real reason to complete the dungeon. Take what you want and warp out.

IN THE DUNGEON:

You'll face enemies of all types, and although they're not likely to be tougher than you, they have the advantage in numbers. Beware of Monster Houses and traps, particularly Pitfall Traps-it won't be a problem if the leader triggers them, but they're fatal to your friends.









The TMs are in treasure rooms on fixed floors. B45F holds the Rock Smash HM, but you'll need a Key to get it. The Strength HM on B60F is surrounded by rock, but since you can't learn Rock Smash from within a dungeon, you'll need to come back later, use a Mobile Orb, or switch to a Ghost-type. On B70F you'll find the Flash HM in a locked, indestructible treasure room, and on B80F you'll need a Key, the ability to smash or pass through walls, and the ability to cross water terrain to get the Cut HM.

ITEMS TO BRING:

- · ESCAPE ORB
- FRIEND BOW · HEAL SEED
- HUGE APPLES
- KEYS
- MAX ELIXIRS

ORAN BERRY REVIVER SEED

ITEMS TO LOOK FOR:

Common items like Apples and Oran Berries are welcome finds in a 99-floor dungeon, but Sitrus Berries are better still, since they increase your max HP when eaten on a ull stomach. If you use the Rock Smash HM, you may find rare TMs and drinks like Iron by smashing walls.



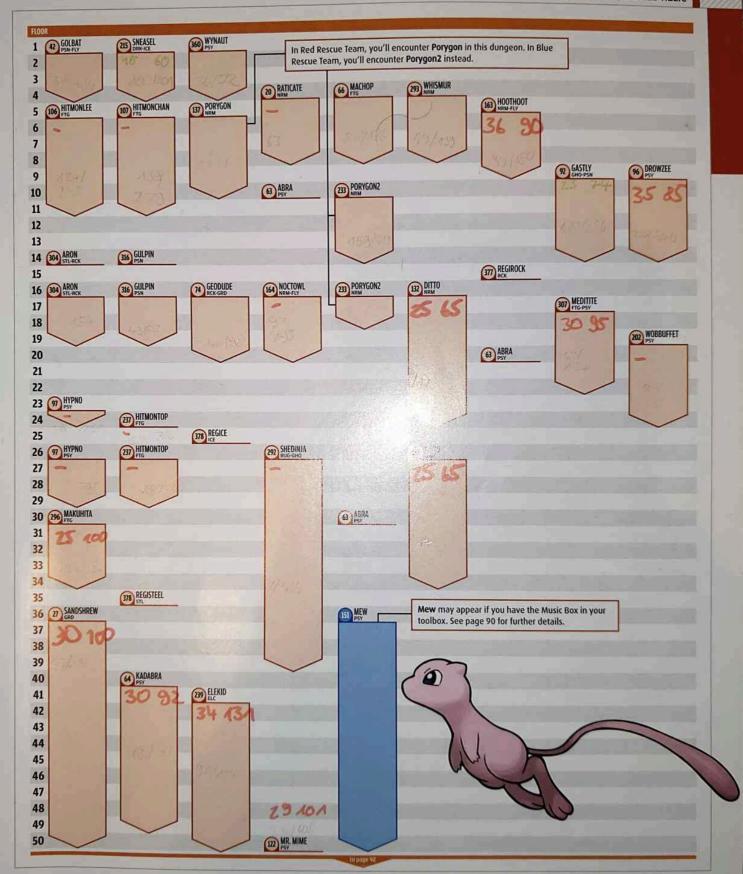


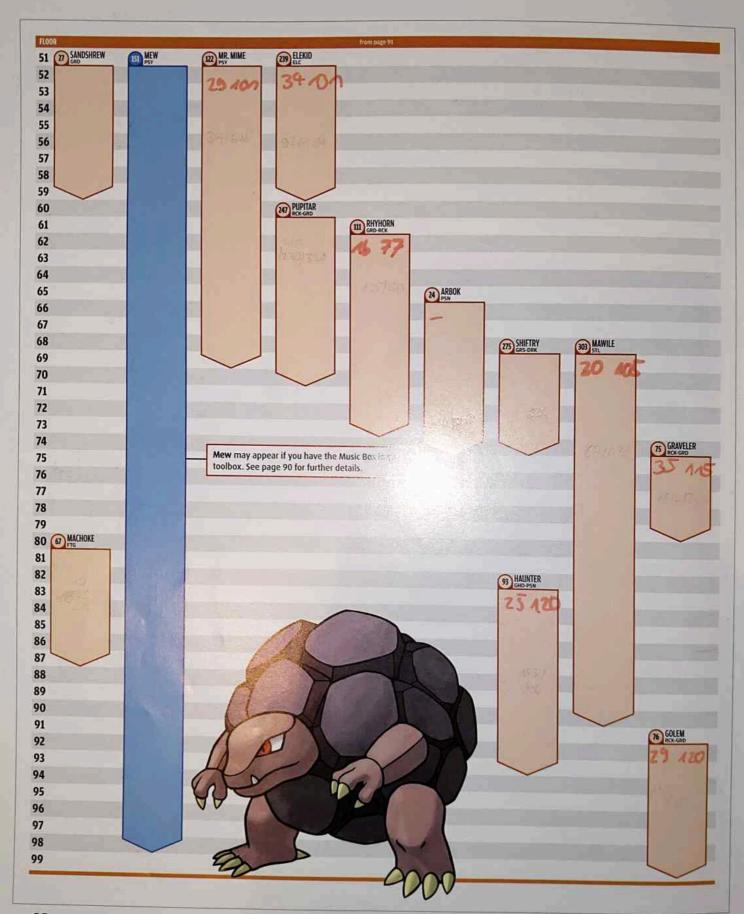
You'll battle boss Regirock on B15F, Regice on B25F, and Registeel on B35F. Each will drop an item when beaten, and when you collect all three items they'll combine to form a Music Box. If you use the Music Box it will be destroyed, so simply keep it in your toolbox as you wander the dungeon. These bosses are tough, specializing in Defense-boosting moves and Selfdestruct attacks, so save your best items and attacks for them.



As long as you have the Music Box in your toolbox, there's a very small chance Mew will appear between levels 36 and 98, and a decent chance it will pop up between levels 94 and 98. Mew may be in disguise (it has the Transform move) so defeat every enemy you can! If you beat Mew and have the Final Island Friend Area, it may offer to join you.







ITEMS TO LOOK FOR:

SOLAR CAVE

Exclusive HMs and evolution items make this Psychic-type-infested cave a must-visit area. WATER

FLOORS:

TEAM MAX:

ITEMS TO BRING:

- CLEANSE ORB
- HUGE APPLE
- KEYS
 - MAX ELIXIR
 - ORAN BERRY
 X-RAY SPECS
- here regularly, allowing you to evolve certain Pokémon. Besides that, expect to find lots of unusual **orbs** and the occasional held item or **TM**.

Keys are the most important random items, since this dun-

geon contains two locked treasure rooms. Sun Stones

and Moon Stones appear

JOB DESCRIPTION:

Retrieve Waterfall, Surf, and Dive HMs, as well as Link Cable Evolution items.

■ PREPARATION:

You'll gain access to Solar Cave when you unlock Stormy Sea, and you can visit it anytime thereafter. Every single Pokemon you'll encounter here is a Psychic-type, so make a party out of Bug-, Ghost-, or Dark-type Pokemon with levels that are at least in the mid 20s, or out of any Pokemon with good Dark-type moves like Bite. Once again you'll want Water- or Flying-types, since certain treasures are surrounded by moats. Seriously consider bringing X-Ray Specs for your leader—they won't show you where the treasure rooms are, but they will make items such as Keys show up on your map.

IN THE DUNGEON:

Two of this dungeon's three fixed prizes are stuck behind locked doors, which makes Keys far and away the most important items you can find. Use your X-Ray Specs and check out every blue item dot, but be forewarned that even then there's no guarantee you'll find any. If you come up empty, try again or make a point of returning after you acquire some in a later dungeon. The enemies shouldn't be too tough if you have the right types on your team, but beware of Claydol that Selfdestruct when approached.





You'll find the first locked treasure room on B10F—It will contain the bird HM if you've lost it, or a Link first you haven't. The locked the always holds the Water Surf HM is on B20F, at Key is required, it is a sew water terrain.





NORTHERN

Latios has taken all the TMs from the Kecleon Shop and fled to the Northern Range. Bring it to justice!

WATER

FLOORS:

TEAM MAX:

- · CLEANSE ORB
- · HEAL SEED
- HUGE APPLE
- MAX ELIXIR
- · ORAN BERRY
- POKé
- REVIVER SEED

ITEMS TO LOOK FOR:

The Northern Range isn't a good place to hunt for items, since good stuff like held items and TMs (the usual assortment) appear only rarely. Instead, you'll find plenty of seeds and orbs, so stock up on Reviver Seeds, Heal Seeds, and Trawl Orbs. Kecleon Shops also appear

JOB DESCRIPTION:

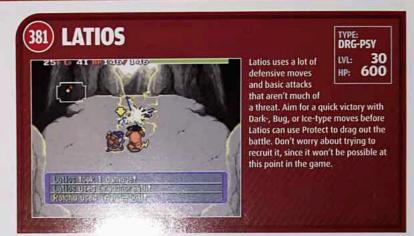
Reclaim the items that were stolen from the Kecleon Shop.

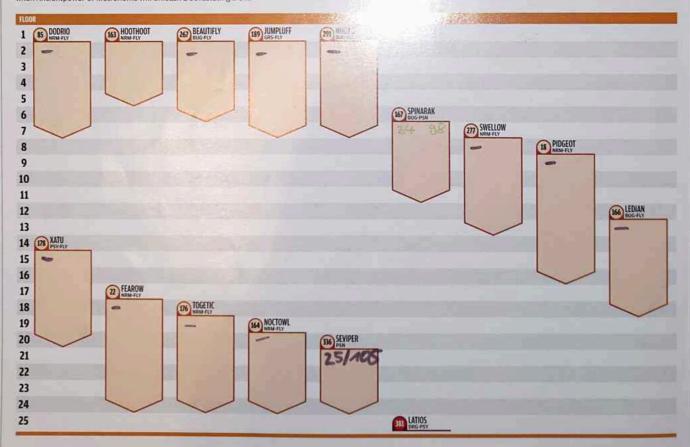
PREPARATION:

Your Pokemon should have levels in the low-to-mid 30s before you challenge this dungeon, but you can get away with being a bit lower-level if you can put together a party of good Electric-, Ice-, or Rock-type Pokémon. Except Seviper, every wild Pokémon in this dungeon flies, so Electric-, Ice-, or Rock-type moves will be consistently powerful.

IN THE DUNGEON:

The Beautifly on the first six floors are among the toughest foes in this dungeon, thanks to the incredible Silver Wind move. This Bug-type attack damages everyone in the room heavily while potentially boosting the user's stats, and Beautifly can use it several times before you can get within range to use standard attacks. Leave Dark-, Psychic-, and Grasstype Pokemon at home and choose a leader with a good long-range attack to take Beautifly down from afar. In later levels, the main threat is Togetic, who knows many moves with random effects. You never know when Ancientpower or Metronome will unleash a devastating blow





PITFALL VALLEY

Latios has failed in its quest to save Latias. Perhaps your rescue team is up to the challenge?

TERRAIN: WATER

FLOORS:

TEAM MAX:

ITEMS TO BRING:

- CLEANSE ORB
- HEAL SEED
- HUGE APPLE
 MAX ELIXIR
- ORAN BERRY
- POKÉ
- REVIVER SEED

ITEMS TO LOOK FOR:

Pitfall Valley features the exact same assortment of items as Northern Range, and in the exact same frequencies. Keep your eyes open for held items, TMs, and useful orbs and berries, but don't let the slim pickings distract you from your quest.

JOB DESCRIPTION:

Traverse Pitfall Vailey and use your Teleport Gem to save a wounded Latias.

PREPARATION:

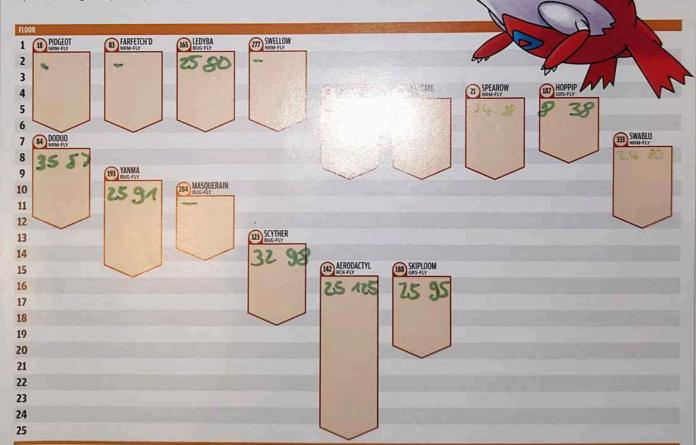
Pitfall Valley is no more difficult than Northern Range was, and continues that dungeon's Flying-type theme. Whatever party you used to clear Northern Range will surely be able to handle this extremely similar area. The only difference this time is a heavier emphasis on moves and traps that inflict status conditions like Confuse and Sleep, so now might be a good time to raid your storage and hand out the gummis in hopes that your troops will learn skills like Nonsleeper and Trap Avoider. Remember that you'll need to switch on IQ skills manually before they'll take effect.

IN THE DUNGEON:

Butterfree, Masquerain, Skiploom, and Aerodactyl are all capable of inflicting nasty status conditions, so eliminate them from afar if possible. You'll notice enemies are beginning to travel in larger groups, so if a move or trap stuns you, attackers may overwhelm you quickly. Keep your party together so you'll have allies to protect you if your leader catches something nasty. Remember that you can always switch leadership if your friends don't seem capable of handling the responsibility themselves.



Latios and Latias have no money to repay your kindness, so they'll offer to reward you the only way they can—by joining your rescue team. Note that Latios is a Level-30 two-star-size Pokémon, while Latias is a Level-28 one-star-size Pokémon.



SILVER TRENCH

The Guardian of the Sea does not welcome visitors, and has thrown 99 floors of obstacles in your way.

TERRAIN: WATER

FLOORS:

TEAM MAX:

ITEMS TO BRING:

- CLEANSE ORB
 DIVE HM
- - ESCAPE ORB
 HUGE APPLES
 - MAY ELIVIDE
 - MAX ELIXIRS
 PERSIM BAND
 - PETRIFY ORB
 - REVIVER SEED

ITEMS TO LOOK FOR:

You'll find the usual TMs and held items here, but don't waste space on anything you won't use. Supplies like seeds and Max Elixirs stop coming after B2OF, and the Blue Gummis and Grimy Food stop at B3OF. Fortunately, or

JOB DESCRIPTION:

Travel to Silver Trench to recruit Lugia.

■ PREPARATION:

You'll need to recruit Zapdos, Moltres, and Articuno, then complete Event 4 to unlock Silver Trench. Load up your toolbox with staples before you set off on your journey; this dungeon will tear into your supplies like no other. Not only do you have to contend with 99 floors, but an endless stream of Sludge Traps and Sticky Traps will ruin your items one by one just as PP-Zero Traps make Max Elixirs all the more necessary. Because of that, it's best not to challenge this dungeon until you have a Pokémon with the Trap Seer IQ skill to lead your force. If you're going to try anyway, bring plenty of Reviver Seeds, Cleanse Orbs, and Max Elixirs. Bring a Water-type Pokémon (with Electric- and Grass-type backup) and either teach it the Dive HM or bring the HM along. Confuse-inflicting moves are common, so Persim Bands are a good accessory choice.

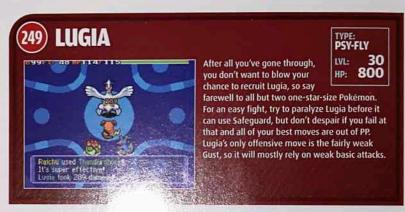
IN THE DUNGEON:

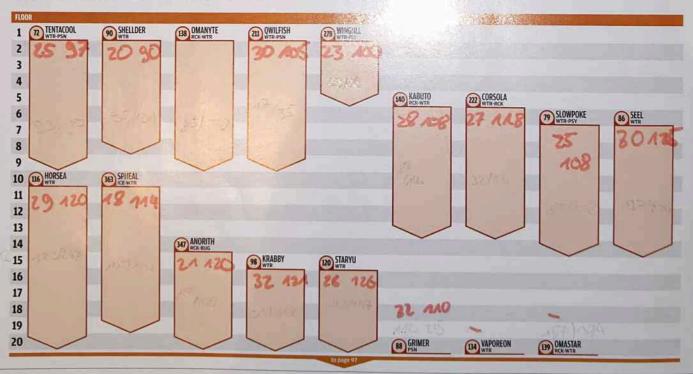
The Pokémon in this dungeon start out easy, but you'll be dealing with fully evolved Pokémon with levels in the 35-40 range by the end. There aren't enough Max Elixirs to compensate for the PP-Zero Traps, so throw items and use basic attacks whenever you can get away with it. Recruit wild Pokémon as you travel, use up their best moves, and set them free. (You can't keep them anyway, if you hope to recruit four-star-size Lugia.) All you'll find to eat here is Grimy Food, but don't worry about it; just eat it when you're near the stairs so the resulting status conditions will be cleared immediately. The food stops coming after B30F, so bring plenty to spare.

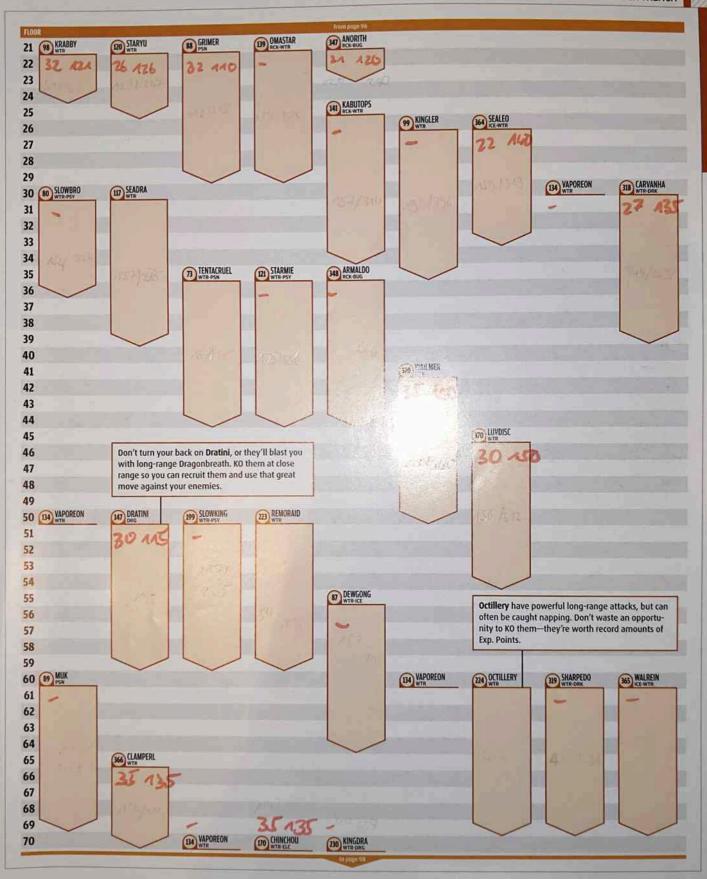


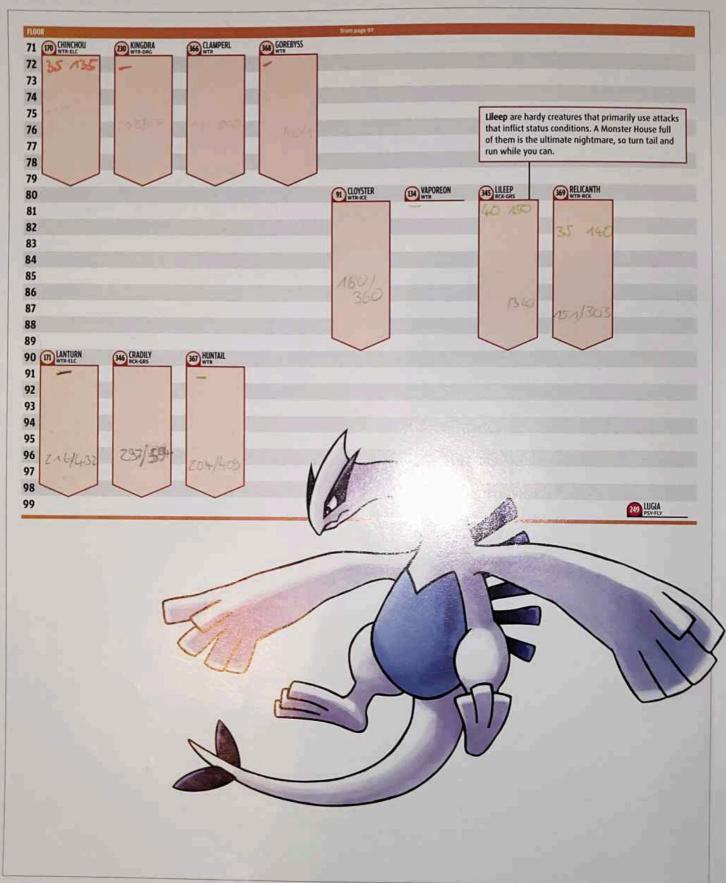


Silver Trench features both random Monster Houses and fixed monster houses that take up the entirety of B35F, B55F, and B75F. Bring Petrify, Slumber, or Totter Orbs along with you so you can set one off and run for the stairs on the nightmarish floors.









METEOR CAVE

Blastoise was right—the Pokémon in Meteor Cave are like nothing you've ever seen before.

TERRAIN: WATER

> FLOORS: 20

TEAM MAX:

ITEMS TO BRING:

- · REVIVER SEEDS
- TIGHT BELT
- · X-RAY SPECS

ITEMS TO LOOK FOR:

There are no items in Meteor Cave, only **Poké**. The lack of booty is all the more reason to hang out and let Deoxys come to you.

JOB DESCRIPTION:

Defeat Deoxys in the strange cave that was unlocked in Event 5.

■ PREPARATION:

You're allowed to bring only one Pokemon and no more than three items (plus a held item) into Meteor Cave, Ideally, your Pokemon should be a level-40-plus Dark-type that knows several Dark-type attacks and the Trap Seer IQ skill, but a level-50-plus Pokemon with strong attacks is a solid plan B. You'll have both belly and PP issues in this dungeon, so the bulk of your four-item inventory should be filled with the only thing that cures both: Reviver Seeds. You may also want to bring a Tight Belt for your Belly, or X-Ray Specs to track Deoxys's movements.

IN THE DUNGEON:

Each of the 20 floors contains a single, semitransparent Deoxys in one of three forms. From left to right, the three forms are Speed, Attack, and Defense. Speed can attack twice per turn, but both it and Attack will crumble under a good Dark-type Bite. Save your best moves for the Defense form; if the fight is allowed to run long, it will boost its defensive stats to the point where your moves become completely ineffective.











X-Ray Specs will allow you to find Deoxys without a lot of searching, but it's hard to justify using an inventory slot. Instead, find the metal plate that marks the stairs and rest (hold A and B) until Deoxys comes to you. Beat Deoxys to open the stairs.

DEOXYS (normal forme)



On the 20th floor you'll finally face Deoxys in its powerful (but recruitable) normal forme. Unless you have access to the Haze move, you'll have to strike hard and fast with your best Dark-type moves to outrace the Defense and Special Defense boosts Deoxys will earn by using Cosmic Power repeatedly.

TYPE: PSYCHIC LVL: 35 HP: 950



This field of magma is the first destination in the four-part Mirage Pokémon quest.

TERRAIN: **MAGMA**

FLOORS: 30

TEAM MAX:

ITEMS TO BRING:

- · CLEANSE ORB
- · HUGE APPLE
- · MAX ELIXIR
- · ORAN BERRY
- · RAINY ORBS
- REVIVER SEED

ITEMS TO LOOK FOR:

You can find a wide variety of seeds, orbs, and held items here, including the new Joy Ribbon. You may also find rare stat-boosting Zinc, Iron. Protein, and Calcium drinks. On the 29th floor you'll find only one item: Fire Stones. If you need one for evolution. this is the place to come.

TYPE:

IVL:

HP:

45 600

III JOB DESCRIPTION:

Defeat Entel to transform the Clear Wing into the Red Wing.

PREPARATION:

To reach the Three Fields you'll need the Surf HM from level B20F of Solar Cave, and to have activated Event 6 (see p.87). You can bring it in your toolbox, but you might as well have one of your Water-types learn it, since it will be very powerful against the Fire-type Pokémon here. The wild Pokémon range from Level 30 to 40, but since nearly all are Fire-type, a Water-themed party can claim victory at a much lower level. Bring extra food and Max Elixirs (or a few Cleanse Orbs), as you'll encounter plenty of Sludge and Sticky Traps.

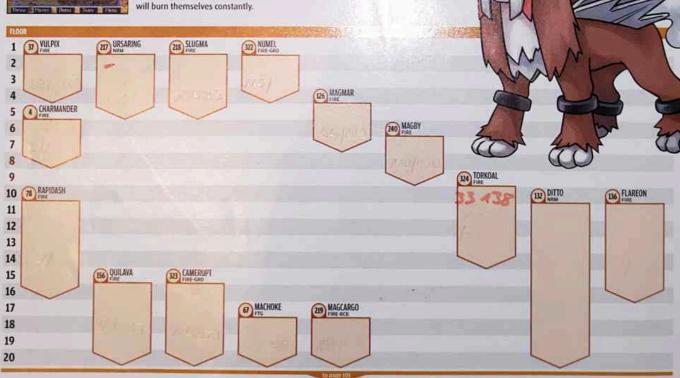
IN THE DUNGEON:

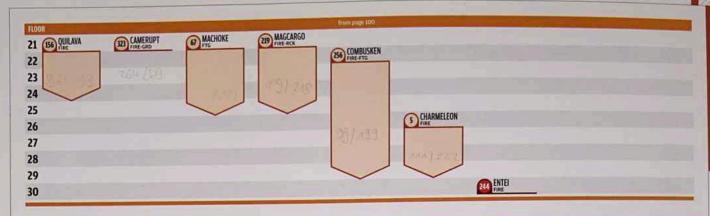
You'll encounter Fire-type-boosting sunny weather on floors that end with a multiple of 5, so use Rain Dance or a Rainy Orb on those floors, or make a quick dash for the stairs. If you or your allies use moves that inflict status conditions, deselect them when the Machoke begin to appear on level 18, or you'll risk triggering their Attack-doubling Guts ability.



If you have a non-Fire-type Pokemon that can cross magma (such as Flying- and certain Ghost- or Psychic-types), leave it at home! This dungeon is full of narrow passages over magma pools, and flying or floating non-Fire-type Pokemon







LIGHTNING FIELD

The Mirage Pokémon quest continues in the lightning-ravaged field where Raikou makes its home.

TERRAIN: WATER

FLOORS:

TEAM MAX:

ITEMS TO BRING:

- CHERI BERRY
 HUGE APPLE
- MAX ELIXIR
- ORAN BERRY
- PERSIM BERRY
- REVIVER SEED

ITEMS TO LOOK FOR:

Sitrus Berries, Protein, and the like are scattered across the dungeon floors, and more exotic items (rare orbs , gummis, and Ginseng) can be found within the walls if you have Super Mobile or a Mobile Orb, or want to use Rock Smash a lot. Thunderstones are everywhere on 29F.

■ JOB DESCRIPTION:

Defeat Raikou to transform the Red Wing into the Sunset Wing.

PREPARATION:

Once again you'll need to Surf your way to the Three Fields. Obviously Water-types won't be as useful in this Electric-type playground as they were in the last dungeon, so you may want to bring the Surf HM and leave the surfer at home. (Ground- and Grass-types are a far better choice for this dungeon.) You'll face a lot of Paralyze and Confuse effects here, so pull the Cheri and Persim Berries out of Storage, and try to fill your roster with Pokemon that know the Self-Curer IQ skill.

IN THE DUNGEON:

1 2

3

4

5

6

8

You'll face a flurry of Sonic Boom moves here, and even Pokemon who lack ranged attacks will compensate by grabbing the many Gravelerocks and Sticks found here and throwing them with abandon. Use ranged attacks to take out the would-be snipers before they can pick off your weak members. Save some long-range PP for the Electrode, however, as they'll use Explosion as soon as they can get within range.

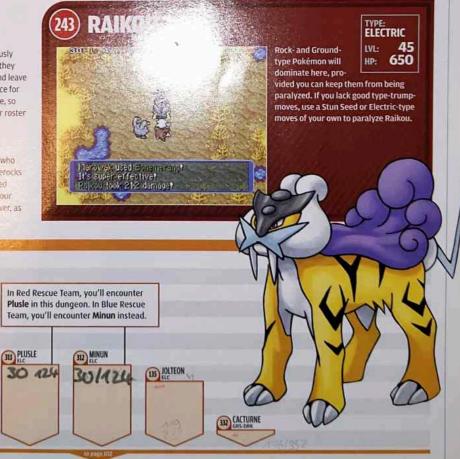
25 PIKACHU

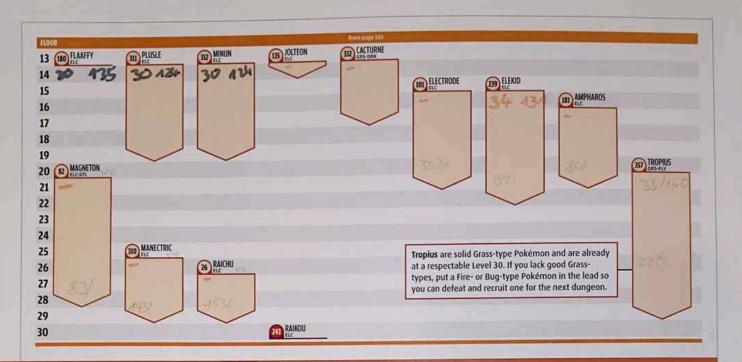
12153

180 FLAAFFY

30

435





NORTHWIND

The third and final of the Three Fields is a wet and icy wasteland ruled by the mighty Suicune.

ITEMS TO BRING:

- · CLEANSE ORB
- * HEAL SEED
- . HUGE APPLE MAX ELIXIR TOWAS BERRY

WER SEED

the rare gummis and orbs sealed in the walls. Two differences: Key-holders can grab a Lunar Ribbon on 20F, and anyone can find several Water Stones on 29F.

TYPE: WATER

45

650

This dungeon has the same

assortment of items as in the

previous two fields, including

ITEMS TO LOOK FOR:

JOB DESCRIPTION:

Defeat Suicune to transform the Sunset Wing into the Rainbow Wing.

PREPARATION.

Ice seems to be the theme here, but you'll face more Water-types than Ice-types. Go ahead and bring back your surfer, as plenty of rain falls here and it can benefit you too-just don't target Politoed and Poliwrath foes with any Water-type moves, or you'll end up restoring their lost HP. Leave the Water-type enemies to the Electric- and Grass-type friends that should compose the bulk of your team.

There is a single locked treasure room on 20F, but unless you're specifically trying to evolve Eevee into Umbreon, the Lunar Ribbon isn't worth spending a Key on.

IN THE DUNGEON:

You will encounter a lot of Sleep-inflicting moves and Slumber Traps here, so turn on your team members' Nonsleeper IQ skills. That will help a lot, but it won't stop Delcatty's Infatuated-causing moves and abilities. Use ranged attacks and special moves to keep Delcatty at bay.







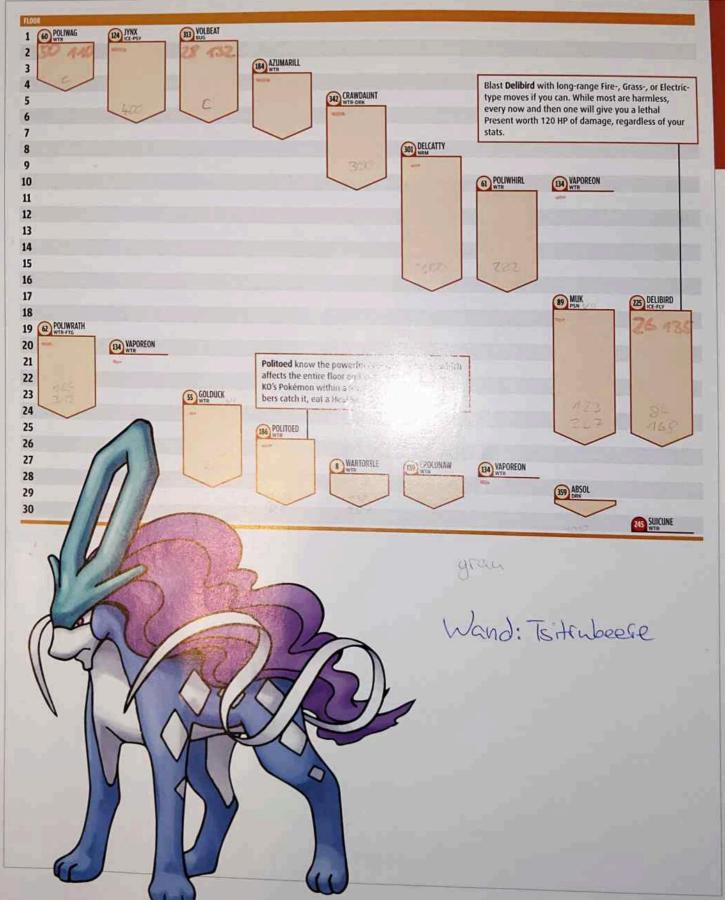
share's as way to get into the treasure room on 20F without a Key, and there's no way to find a Key within this dungeon. Fortunately, the Lunar Ribbon inside is of limited use to most teamsits only function is to evolve Eevee into

Umbreon,



Don't enter the 30th floor with a leader that's weak to Water-

type attacks, or you'll allow Suicune to score a turn-one KO with a rain-empow ered Bubblebeam. Blast Sulcune with Electric- and Grass-type attacks until it agrees to upgrade your Clear Wing to its final form and unlock this quest's final destination, Mt. Faraway.



FARAWAY

Mt. Faraway is home to both the rumored Mirage Pokémon and the rare and valuable Friend Bow.

WATER

FLOORS: 40

TEAM MAX:

ITEMS TO BRING:

- · CLEANSE ORB
- · HUGE APPLES
- · KEY
- · MAX ELIXIR
- · POKé
- REVIVER SEED
- TRAWL ORB
- X-RAY SPECS

ITEMS TO LOOK FOR:

You may find a few basic seeds and berries on Mt. Faraway and an occasional TM in a Monster House, but ther than that you'll find only Poke. There's nothing wrong with that—you can use it to buy items like Calcium, Protein, and Zinc at this dungeon's Kecleon Shops.

JOB DESCRIPTION:

Recruit Ho-Oh to prove its existence to Spinda and unlock Western Cave.

PREPARATION:

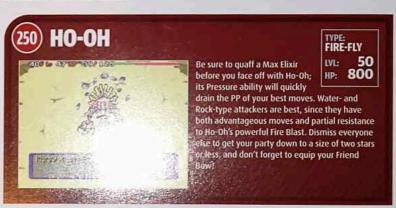
You'll definitely want to bring a Key with you this time, as the Friend Bow locked away in 30F will make all Pokémon easier to recruit, including this dungeon's difficult boss. Since Mt. Faraway contains almost nothing except Poke (although monster houses may hold other items as rewards), you can fill nearly your entire inventory with supplies. Bring plenty of Poké too, since you can buy stat-boosting items in Kecleon Shops. If you don't have a lot of cash, bring Trawl Orbs and use them at the stairs to rob the shop blind, or take all the loot on the carpet and use an Escape Orb to flee before you step off the carpet and Kecleon asks you to pay.

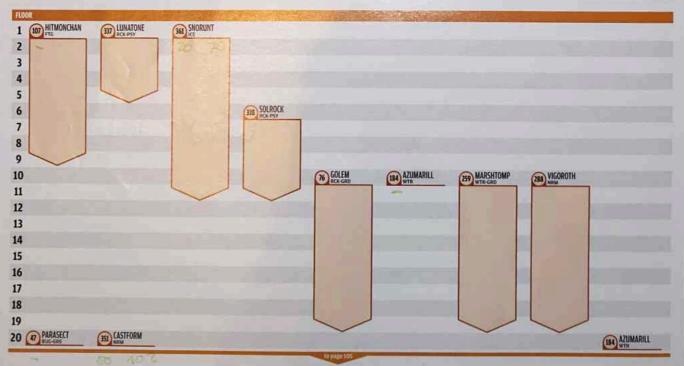
IN THE DUNGEON:

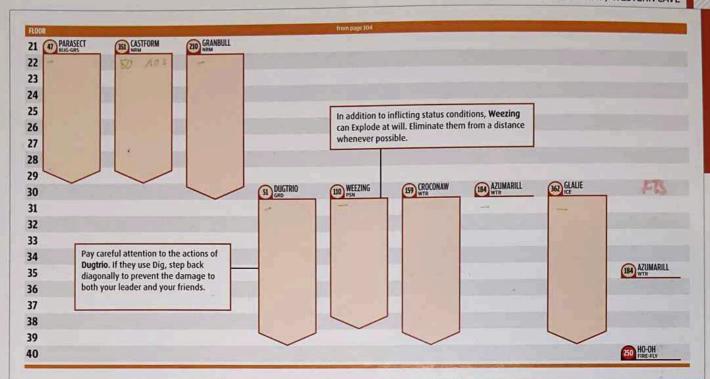
Considering all the trouble it took to unlock this dungeon, you'd expect it to be a bit tougher. The mostly Level-20-to-30 Pokémon on the first 30 floors shouldn't be much of a challenge to teams that conquered the Three Fields, but there are a few serious threats on the last 10 floors. Glalie is at Level 45 and can seriously damage your party with Hail or Powder Snow, while Dugtrio like to sneak up and use Magnitude, a move that may randomly devastate your entire party. Parasect and Weezing aren't too much of a threat solo, but the status conditions they can inflict can set you up for a beating, especially if you're inside a Monster House (they're extremely common on the 14th and 29th floors).



This is the one and only place in the game where you can find the Friend Bow, a held item that you can give to your leader to increase your odds of recruiting wild Pokémon. Remember to equip it before you battle Ho-Oh!







WESTERN

Mewtwo is tough, but nowhere near as tough as the 99 grueling floors you'll have to cross to reach it.

ITEMS TO BRING:

- CLEANSE ORB
- HIAL SEED JUGE APPLES
- MAX ELIXIRS
- POKé
- REVIVER SEEDS
- TIGHT BELT
- · X-RAY SPECS

ITEMS TO LOOK FOR:

The items you'll find here are mostly berries, seeds, Max Elixirs, and drinks like Protein and Calcium. The stat boosters are more common here than anywhere else. as are Keys. Rare Kecleon Shops sell gummis and Reviver Seeds, so bring a few Poké

IOR DESCRIPTION-

Explore a newly discovered cave in search of a rumored Pokémon.

PREPARATION:

You'll need to recruit Ho-Oh to open this cave, but you shouldn't enter until you have the Cryptic Cave Friend Area. Mewtwo is the big draw here, and you wouldn't want to get all the way to it only to realize you can't actually recruit it! There is a wide variety of Pokémon in Western Cave, so bring your most versatile and highest-level teammates. If you can't field a team of three Pokémon that are Level 45 or higher, you may not be ready for this dungeon yet. Consider your toolbox carefully: This is a very long dungeon and there are no basic supplies to find. Fill up your toolbox with food, Max Elixirs, and Reviver Seeds. Bring X-Ray Specs for your leader and equip a Weather Band for an ally.

IN THE DUNGEON:

The first 50 floors are fairly easy, but the difficulty climbs rapidly after that. Floors 51 to 60 are constantly swept by sandstorms, so put on a Weather Band if you can. By floor 61, the levels will be getting larger, preventing quick progress. Monster Houses are common, so be

wary whenever your X-Ray Specs reveal three or more treasures in a single room; it will nearly always be a trap. Speaking of traps, expect to encounter a lot of them, and unless everyone knows the Trap Avoider IO skill, you'll need to maneuver carefully to avoid triggering them repeatedly with your allies. You won't find any food, but the berries and stat-boosting drinks will fill your belly a bit. Consume every one that you find.





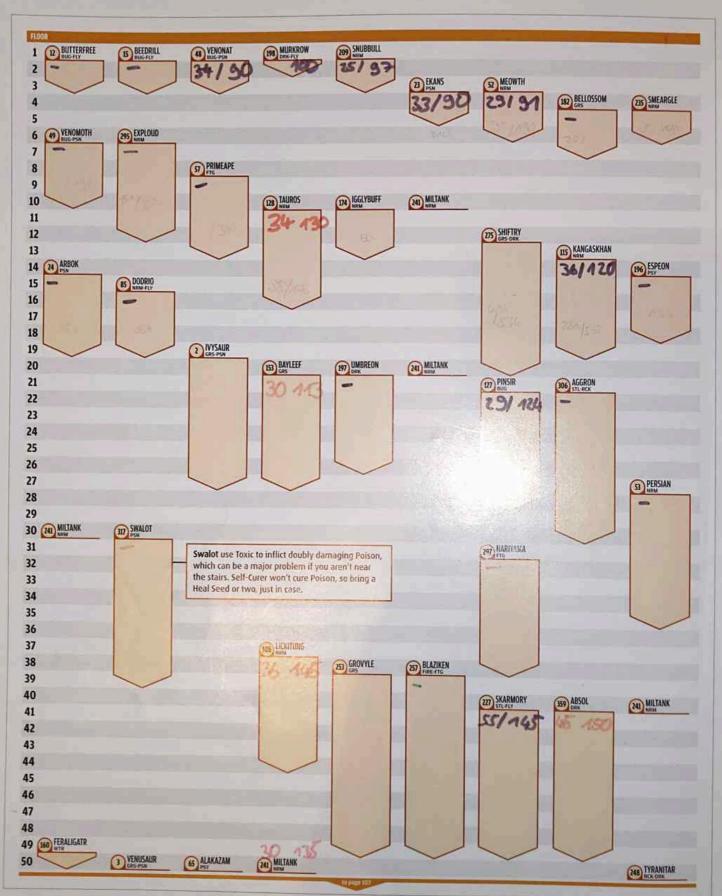
There is one treasure room on B59F, but the item it contains (a Beauty Scarf, needed to evolve Feebas) isn't nearly as precious as the dozens of Keys you can find in the dungeon. Open up plenty of inventory slots so you can take at least a half-dozen Keys with you.

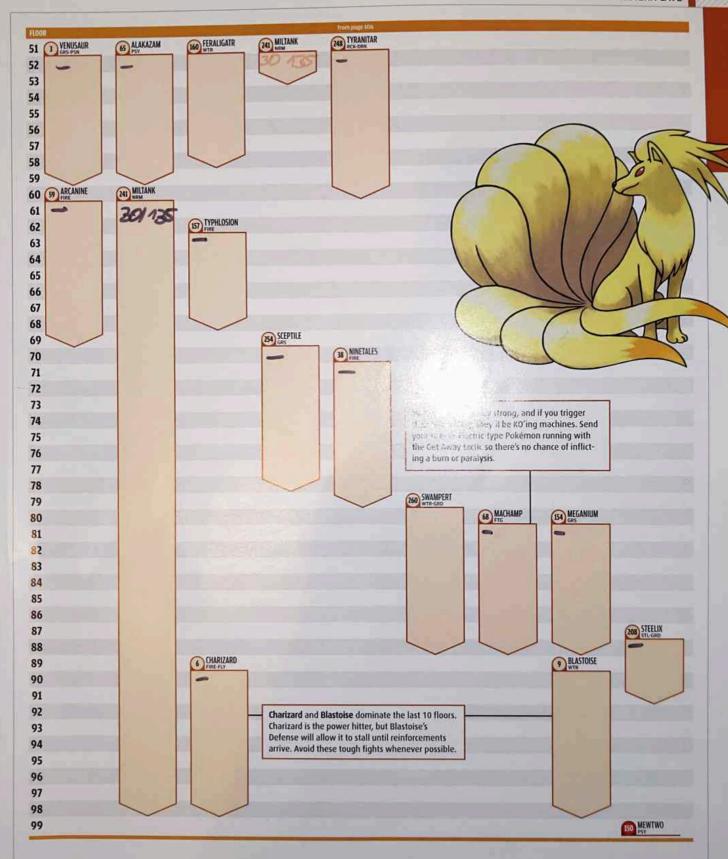




For all the buildup, Mewtwo isn't so tough. It knows primarily defensive moves and will boost its stats and use Haze while you chomp away with Darktype moves like Bite. You need only one empty slot to recruit Mewtwo, so dismiss someone before the fight.

TYPE: PSYCHIC 900





WATERFALL POND

Use your Waterfall HM to enter this bountiful pond where many rare Pokémon make their home.

GROUND

FLOORS:

TEAM MAX:

ITEMS TO BRING:

- · APPLE
- MAX ELIXIR
- REVIVER SEED
- ORAN BERRY
- · WATERFALL HM

ITEMS TO LOOK FOR:

Staple items like Oran Berries, Heal Seeds, and Max Elixirs are common here. Outside of that, all you'll find is Geo Pebbles (a new type of projectile) and Poké.

JOB DESCRIPTION:

A STATE OF THE STA

There is no particular goal here, but this is a good place to recruit rare Pokémon.

PREPARATION:

Gaining access to Waterfall Pond will take a bit of effort, but once you're inside you'll find it to be one of the easiest extra dungeons and an ideal location for raising weak Pokémon. To get in, find a Key in Solar Cave or Western Cave and take it to B15F of Solar Cave, where you can unlock a treasure room to earn the Waterfall HM. Teach that move to a party member or bring the HM with you when you enter.

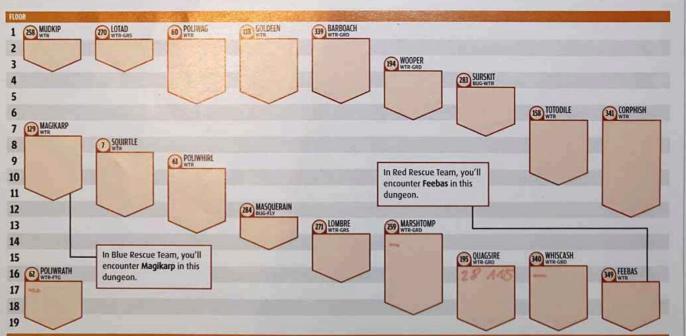
IN THE DUNGEON:

Grass- and Electric-type Pokémon will enjoy continuous success here, although your Watertype Pokémon may be stymied by the ability of Wooper, Quagsire, and the Poli-Pokémon to absorb Water-type moves. Keep an eye out for Geo Pebbles, a slightly more powerful version of Gravelerocks that appears in large quantities only in this dungeon. The recruitment opportunities include a pair of game-version-exclusive Pokémon (Magikarp for Red Rescue Team and Feebas for Blue Rescue Team) that can be found nowhere else.



In case your party is short on good Watertype Pokémon, you'll find plenty in Waterfall Pond, and they'll all be at low enough levels to make recruitment easy. Among the best are potential starters Squirtle and Mudkip, and the Grass-and-Water-type Lotad. Red Rescue Team players can recruit a Magikarp, and Blue Rescue Team players can recruit a Feebas, both of which have very formidable evolved forms.





GRAND SEA

Dive deeper into the ocean to collect a pair of rare evolution items and other great treasures.

WATER FLOORS:

TEAM MAX:

ITEMS TO BRING:

- DIVE HM
- · HUGE APPLE
- · MAX ELIXIR
- REVIVER SEED
- X-RAY SPECS

ITEMS TO LOOK FOR:

You can find a lot of rare orbs and seeds here, including fun One-Room Orbs and useful antiboss weapons like Totter Seeds and Slumber Seeds. You can also find a few TMs and held items (including Exp.-boosting Joy Ribbons). Dort miss the evolution items on floors B15F and B25F.

JOB DESCRIPTION:

Retrieve two rare Evolution items and possibly a rare Pokemon.

■ PREPARATION:

To enter this dungeon you'll need to purchase the Serene Sea Friend Area and have either a Pokémon with the Dive skill or the Dive HM itself (found on B10F of Solar Cave). Bring a Pokémon that can cross water terrain so you can retrieve this dungeon's two prizes, and Electric- and Grass-type allies to provide security.

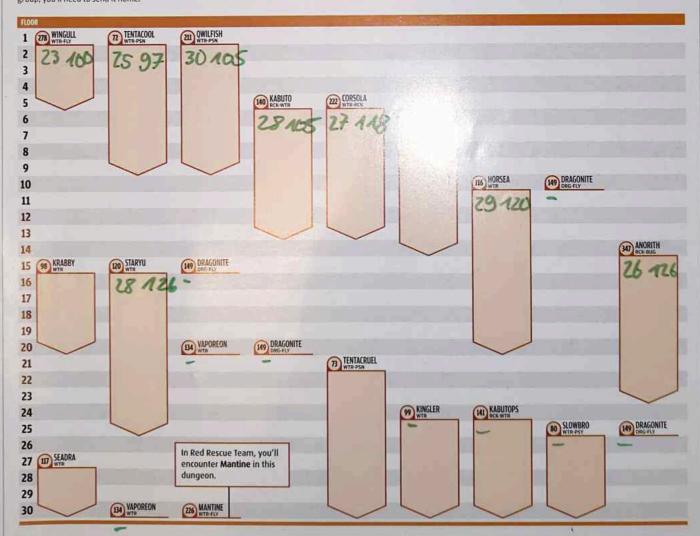
INSIDE THE DUNGEON:

Dragonite appears occasionally on floors B5F, B10F, B15F, and B25F, and its Dragon Rage ability (which deals a flat 65 points of damage) can be a threat. There's no boss, but Red Rescue Team players can try to capture a rare Mantine on the final floor. Mantine is a two-star-size Pokémon, so if you have a four-star Pokémon in the group, you'll need to send it home.





There are two Evolution items in this dungeon: the Deepseascale on B15F and the Deepseatooth on B25F. They can be used (along with a Link Cable) to evolve Clamperl into Gorebyss and Huntail, respectively. If you need a Link Cable, come back after claiming the Deepsea items.



FAR-OFF SEA

A pair of TMs that teach brand-new moves are the big prizes in this 75-floor underwater trench.

TERRAIN: WATER FLOORS:

75

TEAM MAX:

ITEMS TO BRING:

- · CLEANSE ORB
- HEAL SEED
- · HUGE APPLE
- · KEY
- · MAX ELIXIR
- ORAN BERRY
- REVIVER SEED
- STAMINA BAND

ITEMS TO LOOK FOR:

This is a good place to search for held items, as rare gear like Tight Belts and Joy Ribbons appear fairly frequently. After B51F you may stumble upon Clamperl evolution items Deepseatooth and Deepseascale, and ever-welcome Keys.

JOB DESCRIPTION:

Retrieve two new TMs from treasure rooms and recruit rare Pokemon.

PREPARATION:

Far-Off Sea has the same Serene Sea Friend Area and Dive HM prerequisites as Grand Sea. Electric-type Pokemon make the best allies this time, since you'll run into a lot of Ice-type moves that will heavily damage the Grass-type Pokemon that are usually so good underwater. Double up on the Huge Apples or bring a held item like the Stamina Band or Tight Belt—there is not a scrap of food to be found here.

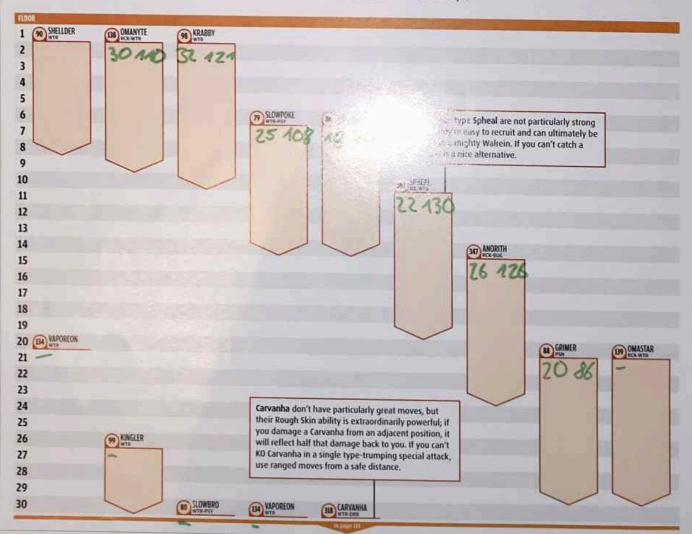
IN THE DUNGEON:

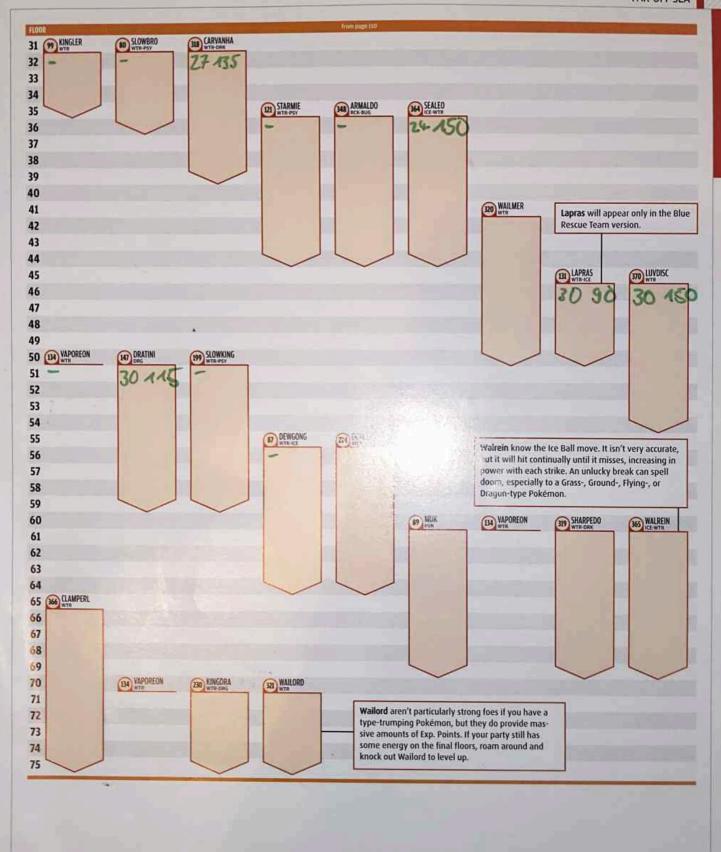
If you're playing the Blue Rescue Team version of the game you'll find the ever-useful Lapras prowling between B45F and B50F. If you're not, you'll still find plenty of promising recruits, like Spheal and Clamperl. Beware of Monster Houses that appear on B14F, B29F, B46F, and B64F, often in the first room of the floor!





You'll find a treasure room that holds the Wide Slash TM on 850F, and another that holds the Vacuum-Cut TM on 872F. Keys don't begin appearing until 851F, after the first treasure room, so bring at least one with you.





This bizarre dungeon reduces your entire party to Level 1, but offers great rewards in return.

WATER

FLOORS: 99

TEAM MAX:

ITEMS TO BRING:

- ESCAPE ORB
- GRAVELEROCK
- HUGE APPLE
- . JOY RIBBON · LINK BOX
- REVIVER SEED
- TM
- WISH STONE

ITEMS TO LOOK FOR:

Oran Berries, Blast Seeds, and Huge Apples are common, as are throwing items of all types. You'll also find a wide variety of seeds and orbs, many of the game's best offensive TMs, and nearly any held item except for the Joy Ribbon, which, ironically, would help the most.

III JOB DESCRIPTION:

Rescue Medicham from Wish Cave, then return to meet Jirachi.

PREPARATION:

At the start of this dungeon your rescue team will be reduced to Level-1 Pokemon with only their starting moves and a 1-point IQ. (The effect isn't permanent, and everyone will return to their previous condition when you leave.) For the strongest possible party, bring fully evolved three-stage Pokémon, since they will have higher stats than most other Pokémon and a good selection of moves at Level 1. Charizard, Salamence, Walrein, Raichu, Poliwrath and Vileplum are standouts. Whatever roster you choose, bring an Escape Orb so you can warp out and try again if your Pokémon turn out to have bad moves at Level 1. You can bring extra TMs to improve your move selection, but don't use anything extremely precious since your Pokemon will forget the moves at the end of the dungeon.

You can't bring Poké, so bring a high-value item or two to sell for money at the shops. Joy Ribbons are a good way to level up quickly, but don't waste your Joy Seeds in an area where the effects won't be permanent. Don't forget the Gravelerocks-remember how good those were at Level 1? You can find Link Boxes inside Wish Cave, but if you have extras, you should bring one to use right off the bat. Also bring plenty of Reviver Seeds and a few Max Elixirs, but don't worry about food; you'll find plenty inside.

IN THE DUNGEON:

After rescuing Medicham at B20F, your party will warp out and your stats will be reset to normal. That task isn't overly tough, but completing all 99 floors to reach Jirachi is. If you intend to do so, follow the advice above and make an effort to clear out nearly every floor in the cave, as that's the only way to level up enough to complete the upper floors. Not every enemy is worth fighting, however; foes like Machop and Skarmory on the early floors and Kadabra and Voltorb on the later floors are best avoided.



You are here on a rescue mission, so your first foray will end at 20F when you reach Medicham (you can't recruit it). If you choose to challenge Wish Cave again, bring the Wish Stone Medicham gave you. But don't despair if you lose it; you can always find a replacement on BSOF (no Key required). If you still have the first Wish Stone, you'll get a Link Cable

Jirachi Wish List



When you defeat Jirachi and fail (or refuse) to recruit it, it will offer you one of the five wishes detailed below.

Wishes

Lots of Maney

Brachi offers piles of cash, usually between 10,000 18,000 Poké.

tore

room fills up with items that appear randomly

6. . .

Jish Cave.

86214

will buy you an as-yet-unpurchased Friend : from the Wigglytuff Club.

Something (Soul)

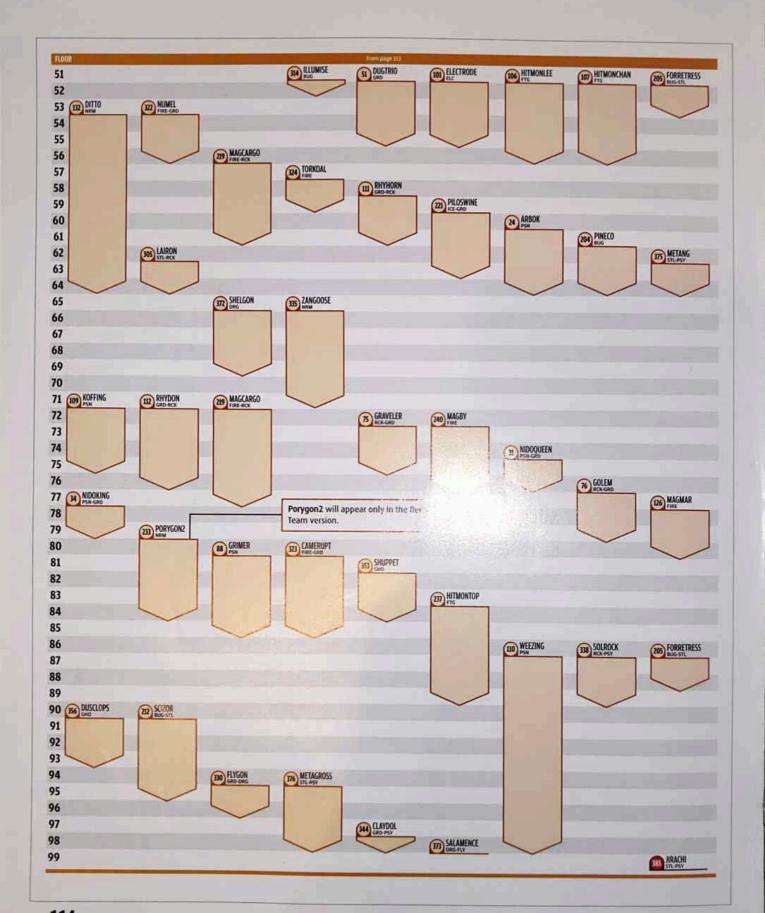
the room fills up with Joy Seeds and tat-boosting drinks.

The next day, Jirachi will either raise your rescueteam rank to the next level, or give you an as-yetunrecruited nonboss Pokémon. If you don't have that Pokemon's Friend Area, Jirachi will throw that in too.









MURKY CAVE

The final chapter in the tale of Gardevoir and the Ninetales curse will be written in Murky Cave.

WATER

FLOORS: 19

TEAM MAX:

ITEMS TO BRING:

- GRAVELEROCK
- · HUGE APPLE
- MAX ELIXIR
 PETRIFY ORB
- REVIVER SEED
- STAMINA BAND

ITEMS TO LOOK FOR:

The only item you'll find in the Murky Cave is **Poké**, although you may find other prizes in Monster Houses.

JOB DESCRIPTION:

Escort Gengar to Murky Cave and free Gardevoir from its curse.

PREPARATION:

With all the work it's taken to reach this point, there's no doubt that your team is up to the challenge of Murky Cave. Gengar, however, is not. At only Level 15, Gengar is unlikely to survive more than a turn or two of combat, so you'll want to bring plenty of Reviver Seeds to protect it. Ghost-type allies that can protect Gengar within walls make for good companions, as do Pokémon with room-wide attacks like Heat Wave and Vacuum-Cut. Bring plenty of Gravelerocks or Geo Pebbles, both to throw at Ghost-types within walls and to KO Shedinja.

IN THE DUNGEON:

The only item that appears naturally here is Poké, so if you see a TM or held item it means you're about to enter a Monster House, and should look for a different route. Also watch very carefully for Pitfall Traps, because if Gengar steps on one, you'll fall the quest instantly!



Even after you rescue Medicham, there are several steps involved in triggering the event in which Gengar asks for your help. See Event 9 on page 87 for a detailed summary of how to bring Gengar back into your life.



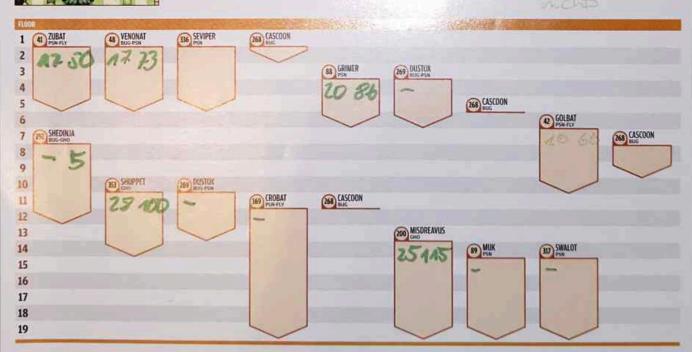


Protecting Gengar is priority one. Focus on finding the stairs, but don't try to evade any foes, lest they slip behind you to get at Gengar. Many of your foes can pass through walls, so fight them with Gravelerocks and your own Ghost-types.





After you complete the 19 from a Notify Cave, Gengar will reach the room with Gardevoir's remains. An unseen spirit will be called as the only witness. If you write a second of the called as the only witness. If you write a second of the called as the only witness. If you write a second of the called as the only witness. If you write a second of the called as the only witness. If you write a second of the called as the only witness. If you write a second of the called as the only witness. If you write a second of the called as the only witness. If you write a second of the called as the only witness. If you write a second of the called as the only witness. If you write a second of the called as the only write and you write a second of the called as the only write and you write a second of the called as the only write and you write a second of the called as the only write and you write a second of the called as the only write and you write a second of the called as the only write a second of the called as the only write and you write a second of the called as the only write a second of the called as the only write a second of the called as the only write a second of the called as the only write a second of the called as the only write a second of the called as the only write a second of the called as the only write a second of the called as the only write a second of the called as the only write a second of the called as the only write a second of the called as the only write as the



To recruit Celebi, a single Pokémon must start at Level 1 with no items and conquer 99 floors.

WATER FLOORS: 99

TEAM MAX:

ITEMS TO BRING:

NO ITEMS ALLOWED

ITEMS TO LOOK FOR:

You'll find most of the game's random items here, with the exception of gummis. Virtually every held item is in the mix. as are most useful TMs. Apples (or at least Grimy Food) are plentiful, and you'll find more weird orbs than you know what to do with. Use them with abandon!

JOB DESCRIPTION:

Reach the 99th floor and recruit Celebi.

PREPARATION:

You'll have to do this quest solo (even recruitment is impossible), and if you dare to bring any Poké or items, even a held item, they will be destroyed upon entry to the forest. Therefore, the only real preparation is to choose your Pokémon. As with Wish Cave, we suggest the third Evolution of a three-stage Pokemon. Charizard is a particularly good choice, since its Heat Wave move can clear a Monster House in a single blast.

IN THE DUNGEON:

If you explore each floor thoroughly, claiming every item and defeating every foe, you'll gain enough Exp. Points to survive and find an adequate supply of Apples, throwing items, and berries. Max Elixirs are slightly less common, so rely on basic attacks when you can, and replace spent weaker moves with TMs when necessary. When filtering your inventory to make space, hold onto the highest-value items so you can sell them at Kecleon Shops. If you see a Reviver Seed on the carpet, do whatever it takes to get it—they don't appear naturally in the forest.

With only one character, there's always the possibility of a fluke KO. The biggest threats are Pokemon who inflict status conditions, so use ranged items and moves to KO charmers like the various forms of Clefable and Illumise, as well as any Grass- or Bug-type foe. (Electric-types may cause Paralyze, but at least you can still throw items.) Equally dangerous are Pokémon who use multihit moves like Fury Attack. Culprits include Beedrill, Fearow, Doduo, Swablu, and Hitmonchan.





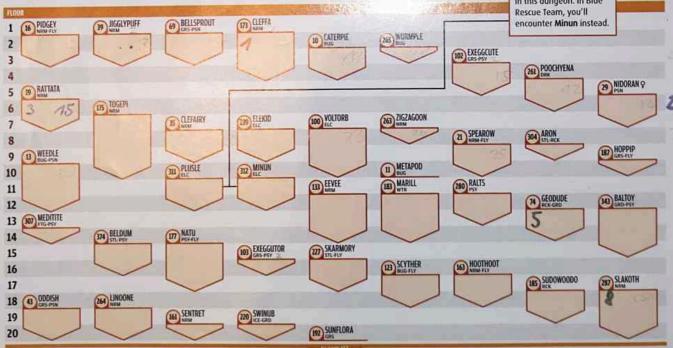
There is a possibility of running into a Monster House on any floor, but floors 29F, 46F, 64F, and 86F are particularly dangerous. Fortunately, Kecleon Shops are common, and sell not just simple supplies but Joy Seeds, held lie are weil. Even if the Nourunneeded stock doesn't contain of the items so you'll have rewell does appear. Shops are a 2 IF 39E 55E earth. and 75F, so don't

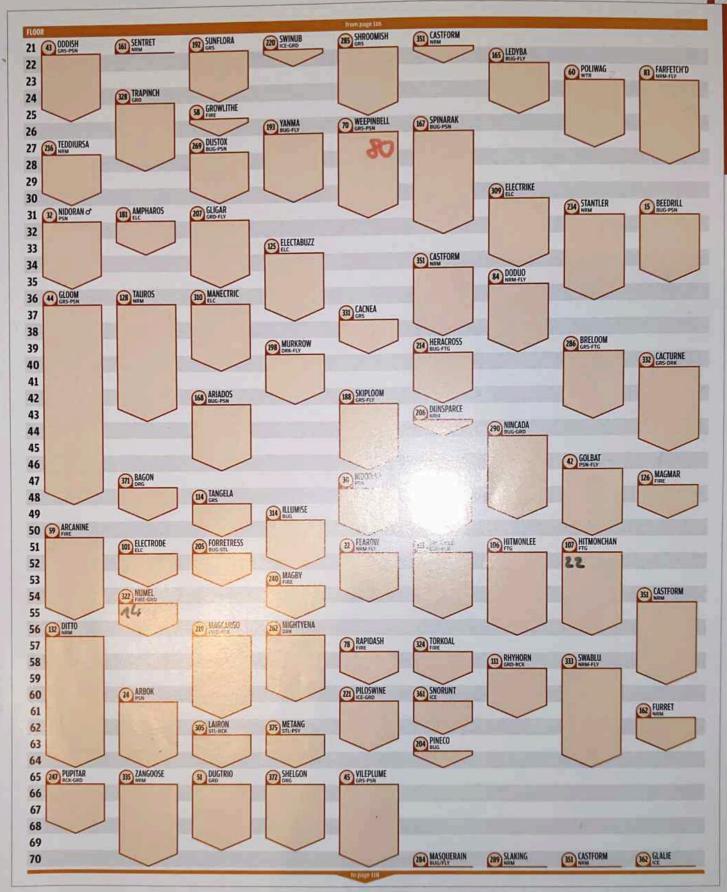
CELEBI

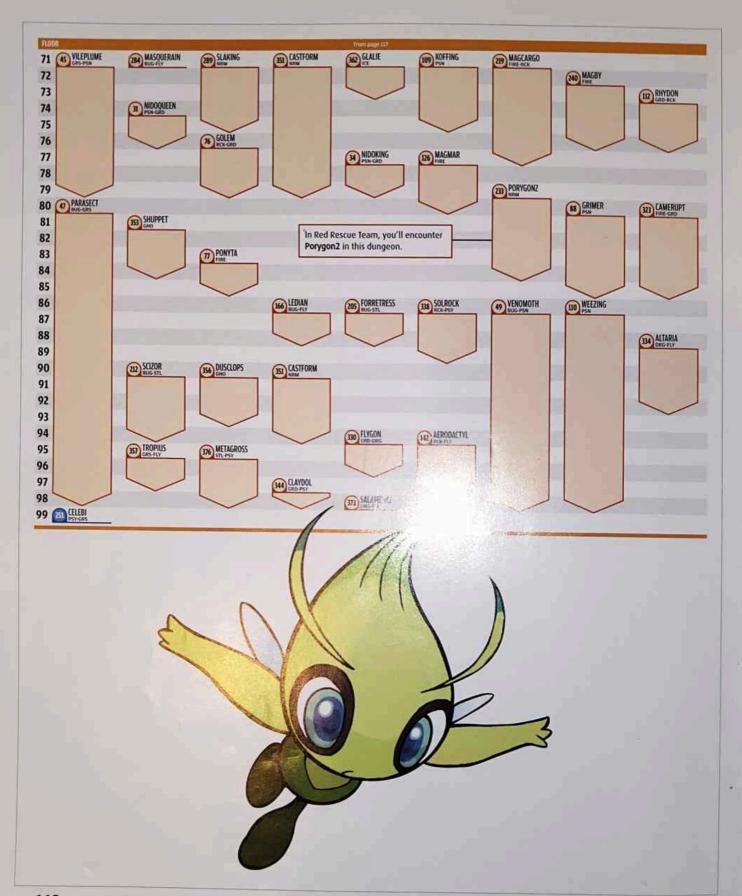


You'll find Celebi waiting on the 99th floor. There's no boss fight this time—Celebi will simply ask if you would like to recruit it, and if you agree, it will hand over the Healing Forest Friend Area and join your team, It only the other 98 floors were as easy!

In Red Rescue Team, you'll encounter Plusle in this dungeon. In Blue







JOYOUS

You won't find anything at the top of this difficult tower, but you may spot a Chansey on your way up.

WATER FLOORS: 99

TEAM MAX:

ITEMS TO BRING:

- CLEANSE ORB
- · ESCAPE ORB
- FRIEND BOW
- JOY RIBBON · LINK BOX
- MAX ELIXIRS
- REVIVER SEED
- · X-RAY SPECS

TO LOOK FOR:

You don't need to worry much about food and projectile weapons; Big Apples and throwing items are common here. In additional to the usual stock, Kecleon Shops may sell Joy Seeds, Joy Ribbons, and even an occa-sional **Friend Bow**

JOB DESCRIPTION:

You have no specific goal here, but you can recruit several rare Pokemon.

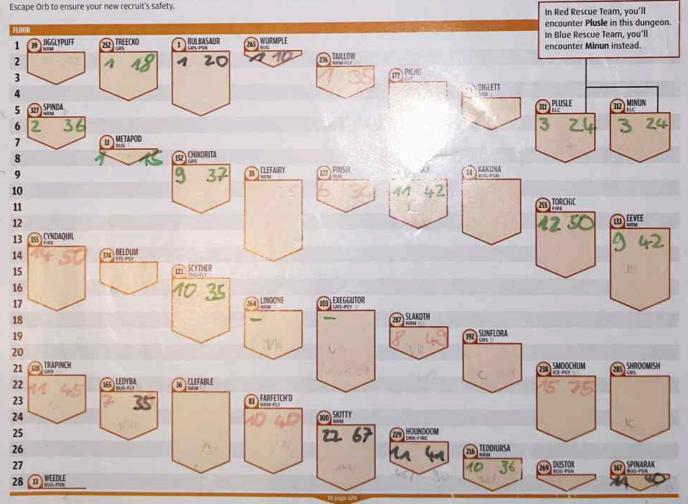
This is yet another dungeon that reduces your heroes to Level 1 and drains your gold upon entry. However, there are no restrictions on the size of your party or the items you can bring with you.

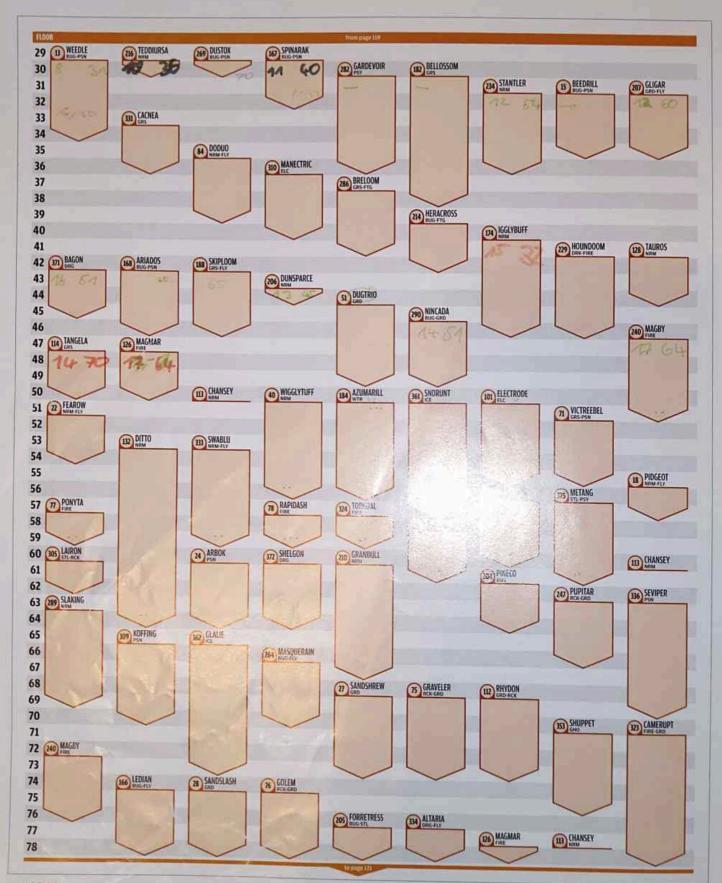
IN THE DUNGEON:

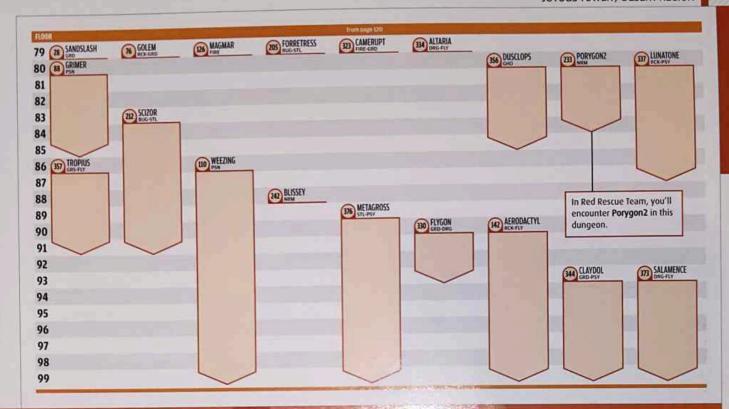
This dungeon is the only place you'll encounter Chansey and its evolved form. Blissey, both of which are hard to find but fairly easy to recruit. Chansey lurks on 50F, 60F, and 77F, while Blissey can be spotted on 88F. To recruit these rare Pokemon, wear a Friend Bow, hang out on the floors where they appear, and make sure you have the Sky Blue Plains Friend Area. If you recruit one of the Pokémon, you may want to flee with an



At this point you should have a good idea how to proceed in dungeons that reduce you to Level 1. Since your goal this time is recruitment, you may want to use the Joy Seeds you can find and buy (in Kecleon Shops) to level up your lead Pokémon. Do so only immediately after you level up naturally; that way you won't waste any Exp. Points. Go ahead and use the stat-boosting drinks on your leader if you begin running out of toolbox space, but don't waste them on allies, since you'll probably want to send the allies home early to make space for valuable new recruits.







国际设施的国际企业的基础。

Dropped Keys and Kecleon-sold gummis are among the highlights of this sandstorm-swept area.

ITEMS TO BRING:

- · BIG APPLE
- CLEANSE ORB
- GRAVELEROCK
- · ORAN BERRY
- PECHA BERRY · POKé
- REVIVER SEED
- · WEATHER BAND

ITEMS TO LOOK FOR:

Fundamental held items like Power Bands, Stamina Bands, and Heal Ribbons are very common finds here, as are many TMs. Take such items even when you don't need them so you can sell them at the Kecleon Shops and buy lots of **Gold Gumm** and Silver Gummis

JOB DESCRIPTION:

You have no specific objective in this dungeon.

M PREPARATION:

You'll unlock this dungeon when you purchase the pricey Furnace Desert Friend Area from the Wigglytuff Club. At only 20 floors, it won't require a lot of preparation, but you should give some thought to the weather conditions. Ground-, Rock-, and Steel-type Pokemon will be immune to the sandstorms, but everyone else you bring should protect themselves with a Weather Band, Bring several Gravelerocks as well so you can easily KO the Shedinja on the early floors.

IN THE DUNGEON:

The sandstorms aren't painful until they're combined with Poison from attacks like Sandshrew's Poison Sting. Then you'll effectively be taking triple damage as Poison both injures you and turns off your natural regeneration abilities.

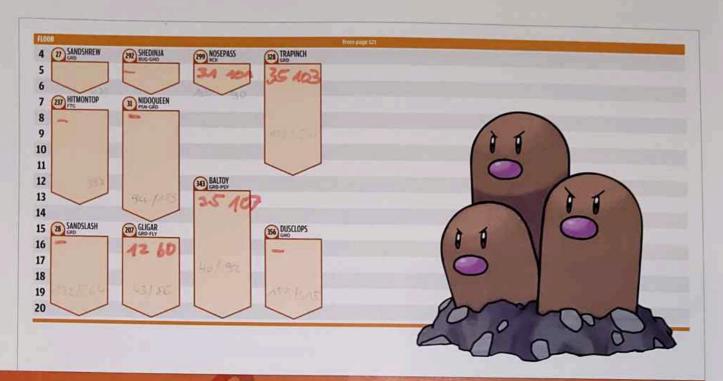


The sandstorms will hurt them, but Water- and Grass-type Pokémon are so effective in the Desert Region that you'll want to bring one along. Protect it with a Weather Band if you have one.



Keys appear only on the 19th and 20th floors. Expect to find only one Key on average each time you visit.





DARKNIGHT RELIC

Don't let the floor count fool you—15 floors of Gibt types can be murder on an unprepared rescue te

ITEMS TO BRING:

- · ESCAPE ORB
- GRAVELEROCK
- · HUGE APPLE
- · MOBILE SCARE
- ORAN BERRY
- REVIVER SEED
- STAMINA BAND

ITEMS TO LOOK FOR:

If you go pounding through the walls in this dungeon you can find all sorts of exotic TMs, including such rarties as Overheat, Bulk Up, Iron Tail, Water Pulse, and Skill Swap, as well as several uncommon orbs. Outside of

the walls you'll find mostly

throwing items and seeds

III JOB DESCRIPTION:

You have no specific objective in this dungeon.

PREPARATION:

You'll need to purchase the Secretive Forest Friend Area to unlock Darkmight Relic, but you shouldn't attempt the dungeon until you have a Mobile Scarf, the Super Mobile ability, or a good Ghost-type Pokemon to lead your team. Enemy Pokemon will attack constantly from within walls. Since passing through walls drains your belly quickly, bring lots of food. Load up on Gravelerocks too, since they can hit foes anywhere.

INSIDE THE DUNGEON:

Since the Ghost-type is super effective against other Ghost-types, the Ghost-type Pokemon you bring in will be in constant peril. If you've come to recruit, use an Escape Orb to warp out when you find your quarry. If you've come to conquer, bring lots of Reviver Seeds to keep your Ghost-types alive (or rather, undead).



This dungeon is full of long hallways, and the minimal light conditions won't allow you to see your foes until they're upon you. If you can't pass through walls, you won't be able to hit them back.



B3F, B3F, B3F, B3F, B12F, and B15F all contain items that are hidden deep within walls. Use the Super Mobile ability or a Mobile Orb to devastate entire floors in your search for rare TMs.





UNOWN RELIC

Unless you're a poor speller, you've probably already guessed what you'll find in Unown Relic.

TERRAIN: WATER FLOORS: 11

TEAM MAX:

ITEMS TO BRING:

- APPLE
- CLEANSE ORB
 FRIEND BOW
- MAX ELIXIR

ITEMS TO LOOK FOR:

This is a good place to stock up on generally useful items like Oran Berries, Heal Seeds, Quick Seeds, Escape Orbs, and Max Elixirs. Poké is by far the most common find.

JOB DESCRIPTION:

You have no specific objective in this dungeon.

■ PREPARATION:

You'll gain access to Unown Relic when you purchase both Aged Chamber Friend Areas. The dungeon doesn't offer much in the way of treasure, so the only reason to visit is to recruit Unown. They're easy to beat (all are at Level 20 and know only the Hidden Power move), and the dungeon has only 11 floors, so you won't need to bring many supplies. A Friend Bow will come in handy, however.

IN THE DUNGEON:

Collecting Unown can be tricky; it isn't always apparent which letter is associated with each Unown (the letter does not appear in its name). Use the chart below to figure it out by the process of elimination. Getting every Unown will be tough, since they can be tricky to recruit.





Bring only your's egle higher and reskemon to Unown Relic so you'll have room for new recruits and have the greates, chance of jest different success. If you aren't sure what letters you're missing, go to the Aged Chamber Friend Areas and use the Info command—the ones you've caught will appear in blue.

1 ON UNOWN			0	0	(1)		0	
2 70/100	Ö Ö	6	Ö	Ö	3	<u> </u>	Ö	0
3		(1)	0	0	0		2	
1074		0		(R)	(3)		0	0
6	<u>o</u>	<u>o</u>	O	<u>o</u>	<u>o</u>	Ŏ	Ŏ	
7 8		0	0	0	(0)	0	0	
9	$\ddot{0}$	Ö	(1)	<u> </u>	Ö	Ö	<u>o</u>	
10		<u> </u>	0	<u>o</u>	0	Ō	0	
11	0	6	0	(B)	<u>(N)</u>	0	0	(3)

WYVERN

Claim the Fly HM and a few rare evolution items from this heavily defended dragon roost.

WATER

FLOORS: 30

TEAM MAX:

- · CLEANSE ORB
- ESCAPE ORB
- · HEAL SEED · HUGE APPLE
- KEYS
- MAX ELIXIR
- REVIVER SEED
- TRAP SCARF

ITEMS TO LOOK FOR:

Throwing items and Poke make up the bulk of this dungeon's items, but you can find decent TMs and held items at times. Dragon Scales appear randomly on the last two floors, and can be used to evolve Seadra into Kingdra.

JOB DESCRIPTION:

Claim the Fly HM, which will allow you to return to Sky Tower.

PREPARATION:

To unlock Wyvern Hill you'll need to receive the Dragon Cave Friend Area as a reward for a random rescue job. Ice-types make the best team members here, and non-Dragon-type Pokémon with Dragon-type moves will also be very effective. Moves like Dragon Rage present a risk to even highlevel Pokémon, so bring plenty of Reviver Seeds. Both the Sun Ribbon and the Fly HM are locked in treasure rooms, so bring a pair of Keys.

IN THE DUNGEON:

As if dragons weren't trouble enough, you'll have to contend with tons of annoying traps and random weather conditions on every fourth floor. The Dratini-Dragonair-Dragonite family is the biggest threat here, since all three can use Dragon Rage to deal a flat 65 damage to an adjacent target. Use moves like Ice Beam and Powder Snow to KO them from afar.



1 2 3

5

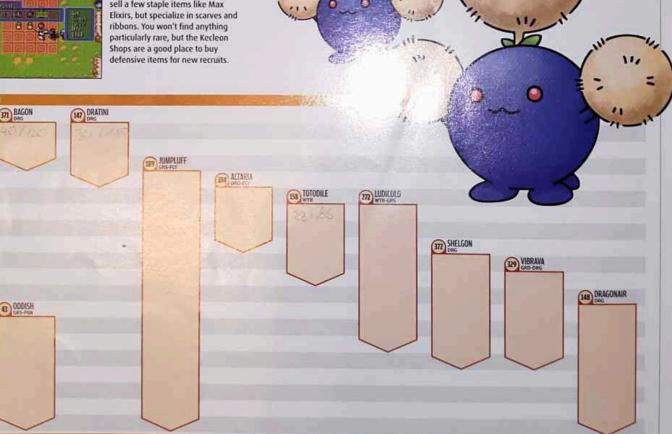
6 7 8

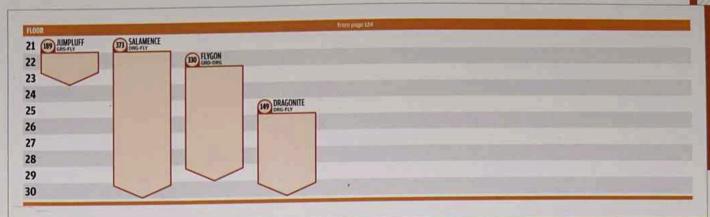
The Kecleon Shops in Wyvern Hill sell a few staple items like Max particularly rare, but the Kecleon Shops are a good place to buy





Only those striving to evalve **Eevee into Espeon should bother** with the Sun Ribbon on 20F. But everyone should try to get the Fly HM on 30F: It will allow you to return to Sky Tower. There you can fill your toolbox with gummis and recruit the mighty Rayquaza.





SOUTHERN CAVERN

This is a long, hard slog through a trap-strewn cave, but treasures await those who persevere.

GROUND

FLOORS: 50

TEAM MAX

ITEMS TO BRING:

- CLEANSE ORB
- ESCAPE ORB
- HEAL SEEDHUGE APPLES
- MAX ELIXIRS
- REVIVER SEED
- STAMINA BAND • TRAP SCARF

ITEMS TO LOOK FOR:

If you're searching for common but powerful TMs like Giga Drain, Ice Beam, Toxic, and Psychic, this is one of the best places to look. Food is less common and Max Elixirs are nonexistent, but you can expect to find plenty of Oran Berries, Heal Seeds, and orbs of many varieties.

JOB DESCRIPTION:

You have no specific objective in this dungeon.

■ PREPARATION:

To unlock Southern Cavern you'll need to receive the Boulder Cave Friend Area as a reward for a random rescue job. The dungeon is quite tough, but your foes are almost entirely Ground- and/or Rock-type Pokémon, allowing your Water- and Grass-type Pokémon to wreak havoc. Don't bother leaving space in your roster for new recruits, since good recruitment opportunities are rare; early levels have only very common Pokémon and later levels are full of evolved forms that can't be recruited. Do bring plenty of Huge Apples and Max Elixirs (which never appear here), as well as a few Cleanse Orbs to protect your inventory from Sticky Traps.

INSIDE THE DUNGEON:

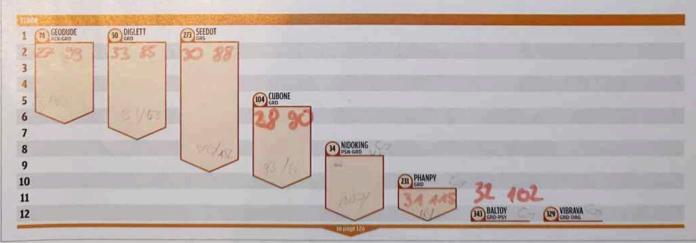
This dungeon's biggest threats are Selfdestruct Traps and area-effect moves like Magnitude, If all your Pokémon can take care of themselves, use the Go the Other Way tactic to fan out, preventing those moves from devastating the entire party. You'll also find the stairs more quickly this way.

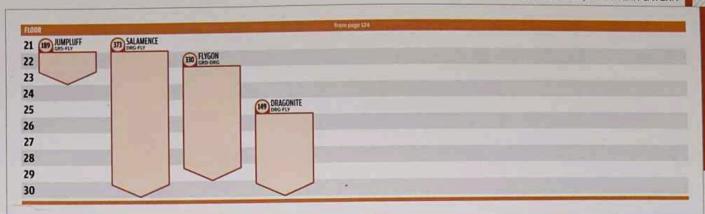


Traps are very common in Sockhain Cavern, and the PP-Zero Traps are particularly devastating since there are no Max Elixirs to be found. You may want to hold off on visiting this dungeon until you have a Pokemon with the Trap Seer IQ skill or a Trap Scaff item.



The big prize at the end of Southern Cavern is the Metal Coat, which appears randomly but very frequently on B49F and B50F. Hang out until you can grab two, because you'll need Metal Coats to evolve both Onix (into Steelix) and Scyther (into Scizor).





SOUTHERN CAVERN

This is a long, hard slog through a trap-strewn cave, but treasures await those who persevere.

TERRAIN: GROUND FLOORS:

50 TEAM MAX:

ITEMS TO BRING:

- · CLEANSE ORB
- ESCAPE ORB
- HEAL SEED
- HUGE APPLES
- MAX ELIXIRS
 REVIVER SEED
- STAMINA BAND
- TRAP SCARF

ITEMS TO LOOK FOR:

If you're searching for common but powerful TMs like Giga Drain, Ice Beam, Toxic, and Psychic, this is one of the best places to look. Food is less common and Max Elixirs are nonexistent, but you can expect to find plenty of Oran Berries, Heal Seeds, and orbs of many varieties.

JOB DESCRIPTION:

You have no specific objective in this dungeon.

■ PREPARATION:

To unlock Southern Cavern you'll need to receive the Boulder Cave Friend Area as a reward for a random rescue job. The dungeon is quite tough, but your foes are almost entirely Ground- and/or Rock-type Pokėmon, allowing your Water- and Grass-type Pokėmon to wreak havoc. Don't bother leaving space in your roster for new recruits, since good recruitment opportunities are rare; early levels have only very common Pokėmon and later levels are full of evolved forms that can't be recruited. Do bring plenty of Huge Apples and Max Elixirs (which never appear here), as well as a few Cleanse Orbs to protect your inventory from Sticky Traps.

INSIDE THE DUNGEON:

This dungeon's biggest threats are Selfdestruct Traps and area-effect moves like Magnitude. If all your Pokemon can take care of themselves, use the Go the Other Way tactic to fan out, preventing those moves from devastating the entire party. You'll also find the stairs more quickly this way.



Traps are very common processing and the PP-Zero Traps are particles and energy once there are no Max Eixkirs to be found now may want to hold off on visiting this dungeon until you have a Pokemon with the Trap Seer IQ skill on a Trap Scarf Item.



The big prize at the end of Southern Cavern is the Metal Coat, which appears randomly but very frequently on B49F and B50F. Hang out until you can grab two, because you'll need Metal Coats to evolve both Onix (into Steelix) and Scyther (into Scizor).

